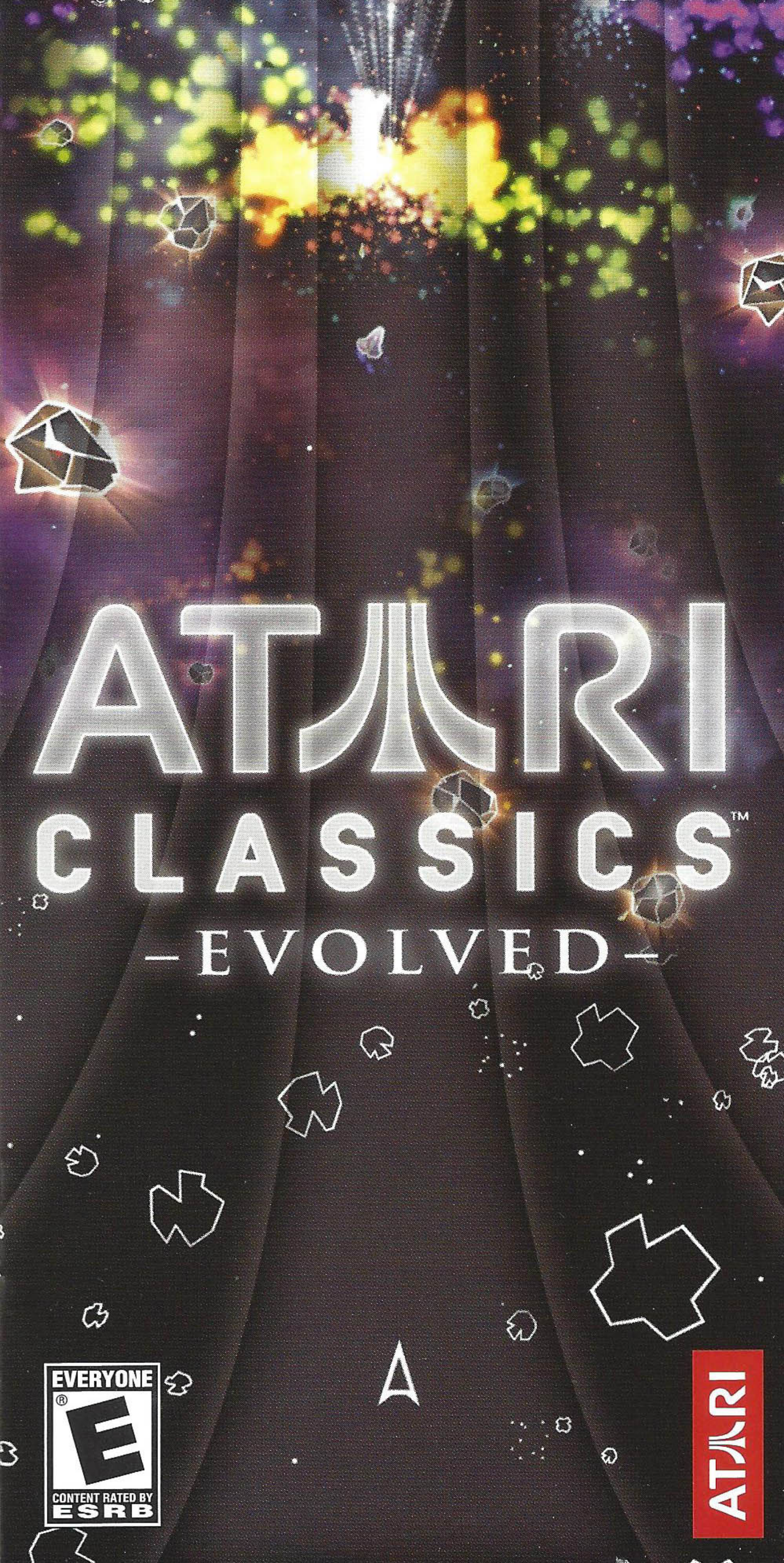




ATARI

CLASSICS™

—EVOLVED—



ATARI

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

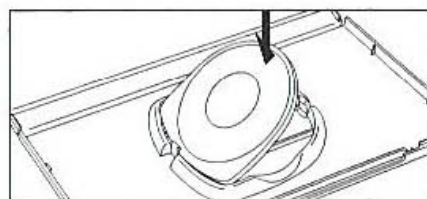
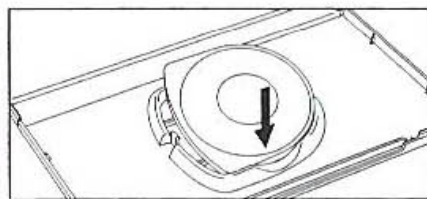
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

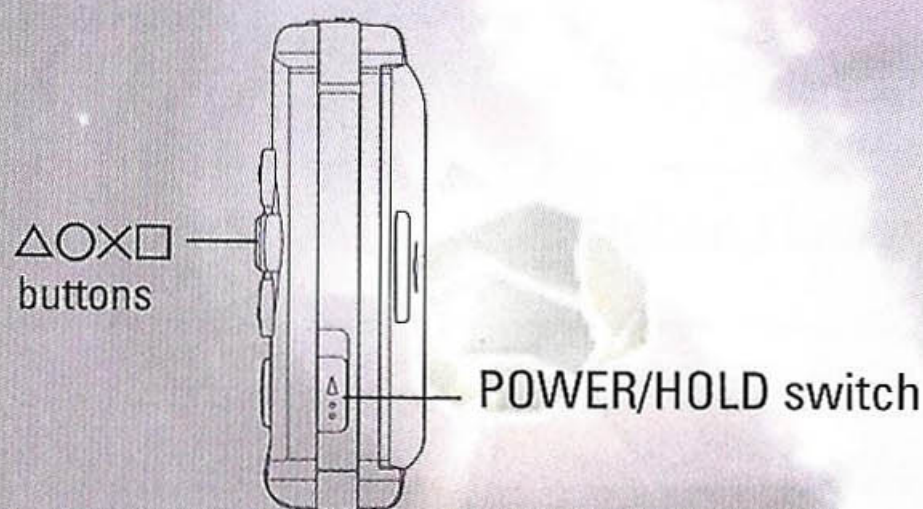
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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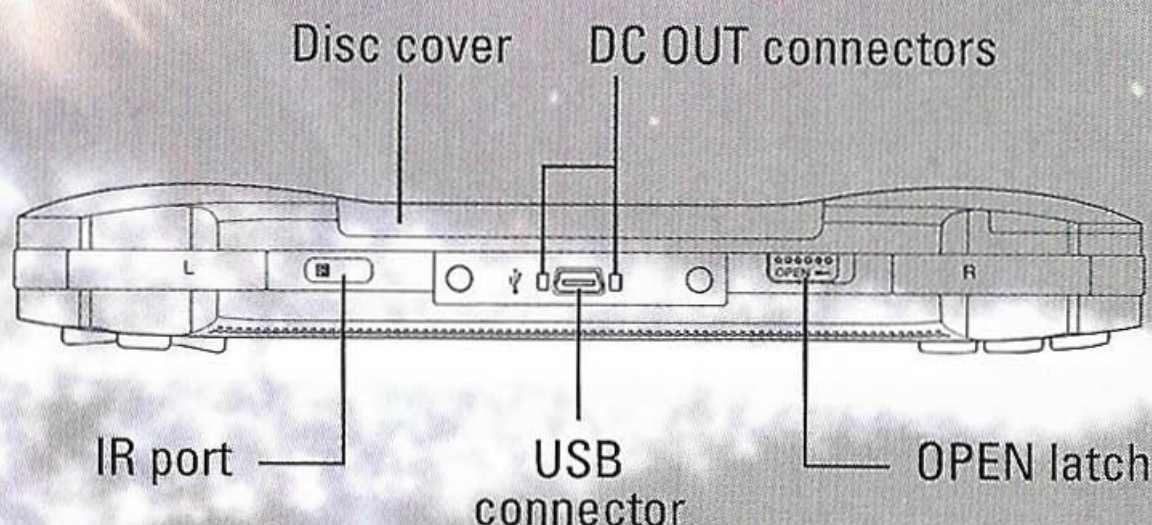
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *ATARI CLASSICS EVOLVED* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

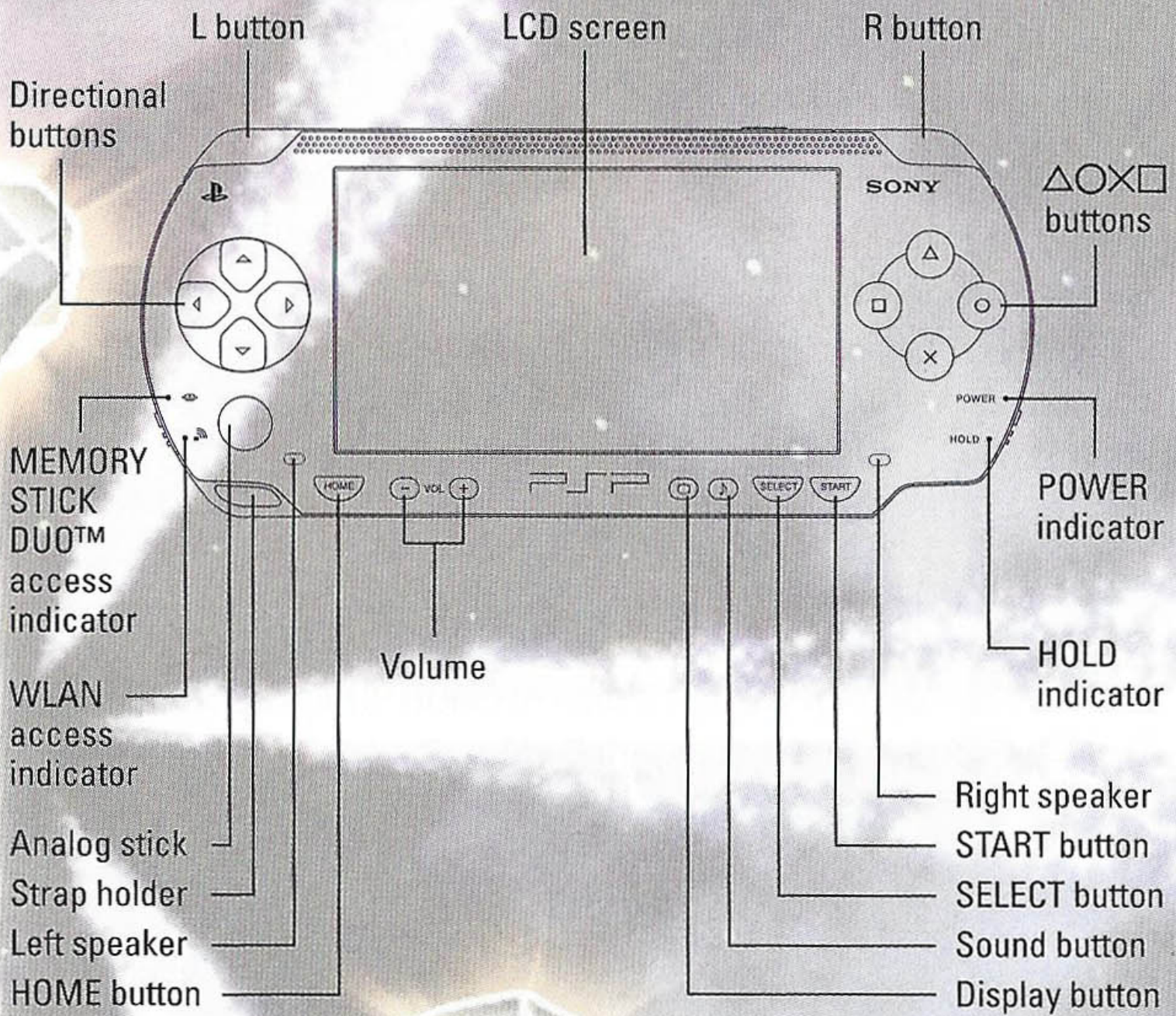
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP® (PlayStation®Portable) system configuration



Menu Controls

directional buttons	Highlight menu option
⊗ button	Confirm / Select
⊙ button	Back

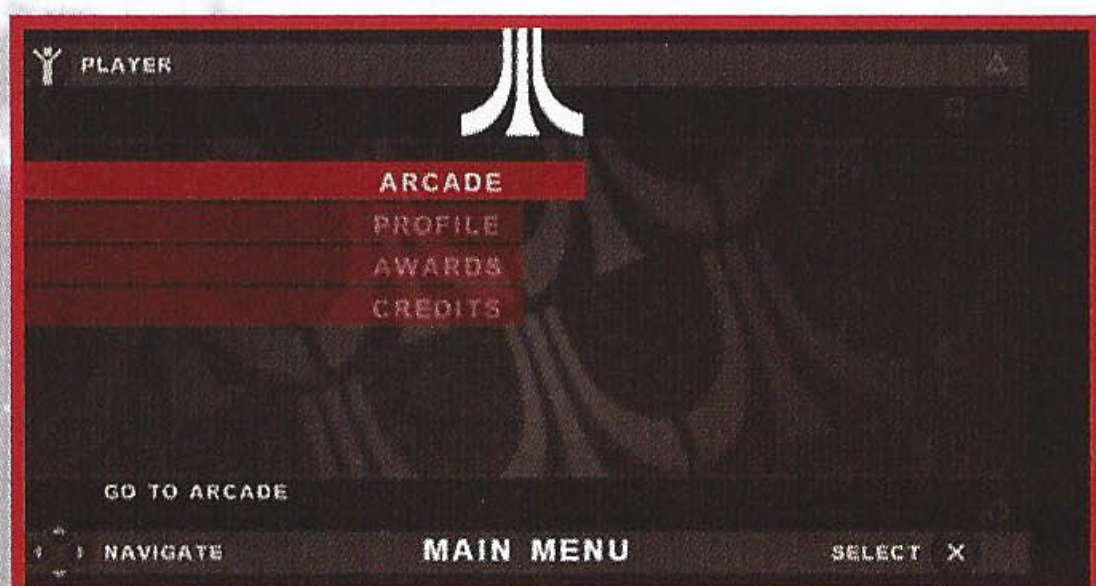
SAVING AND LOADING

When you first play the game, you are given the opportunity to create a PROFILE. This PROFILE will save your high scores and individual game settings.

Atari Classics uses an Autosave feature. Every time you get a local highscore or change your options, the game will automatically save your profile. You can switch Autosaving ON and OFF in the Main Menu > Options screen. If you wish to load a profile after the game has loaded, then simple enter the Profile screen from the Main Menu and select LOAD.

MENUS

Main Menu



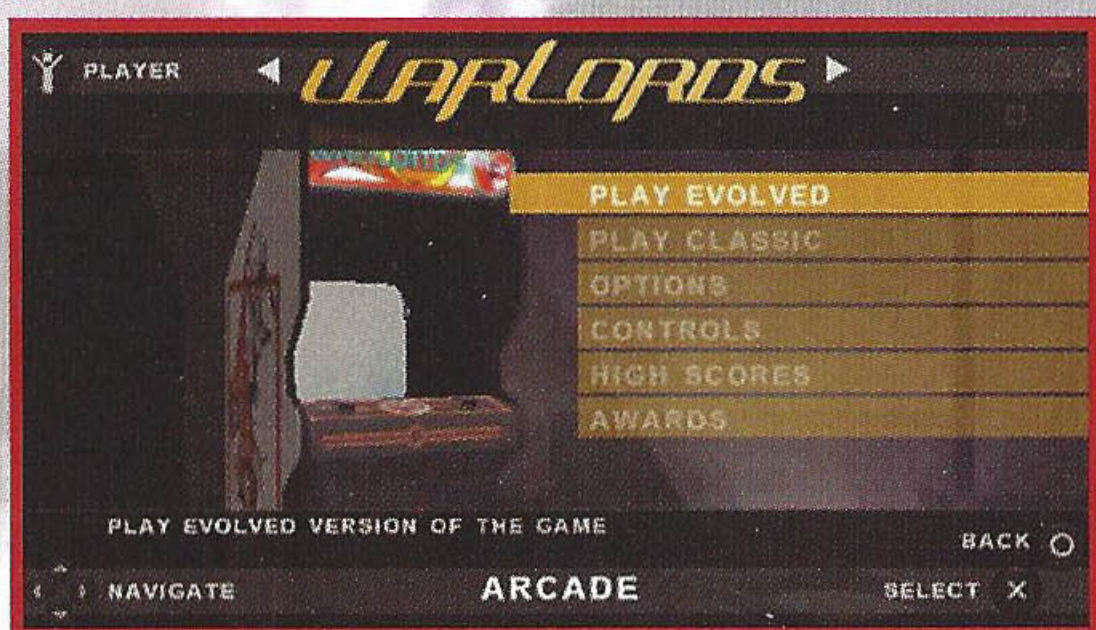
Arcade: Select ARCADE to enter the Atari Classics Evolved™ Arcade and play the games

Profile: Select PROFILE to create or delete your PROFILE

Awards: Select AWARDS to view all the awards for all the games and see how many of them you have collected.

Credits: Select CREDITS to see who made this amazing game!

Arcade



Play Evolved: Select PLAY EVOLVED to play the Evolved version of the arcade game you have chosen to play.

Play Classic: Select PLAY CLASSIC to play the original game.

Options: Select OPTIONS to adjust options for each game. Note that Music and Sound effect volume cannot be individually set for each game.

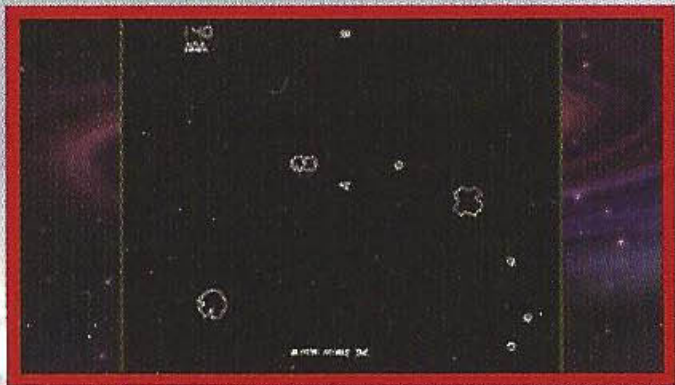
Controls: Select CONTROLS to view the controls for each game. Battlezone and the ATARI 2600 games have a choice of controls (see The Games on next page).

High Scores: Select HIGH SCORES to view your high scores for the highlighted game.

Awards: Select AWARDS to view the awards for the highlighted game, or what you must do to earn an award for that game.

THE GAMES

Asteroids®

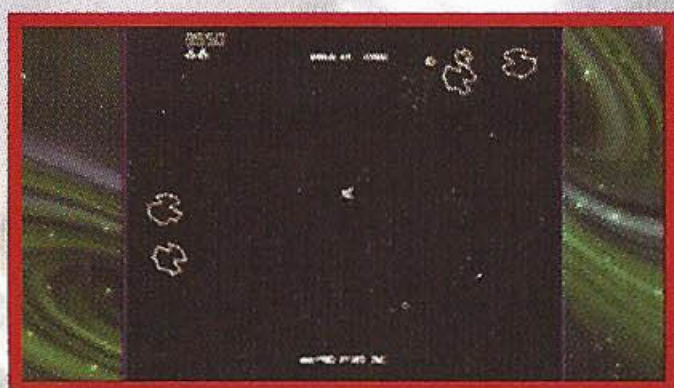


The objective of Asteroids is to gain the highest score possible by shooting asteroids into smithereens. You must also shoot down flying saucers before they shoot you. Control your ship by rotating it left and right and using your thrust to boost forward. If you are in real trouble, use the hyperspace ability to warp your ship to another part of the screen. Be aware, though, that it might leave you in an even worse position!

Asteroids was originally released in 1979 and was quickly a hit in the United States, becoming Atari's best-selling game of all time.

Asteroids Controls	
analog stick / directional buttons	Rotate
 button	Thrust
 button	Fire
 button	Thrust
 button	Fire
 button	Hyper
START button	Pause Menu

Asteroids Deluxe®

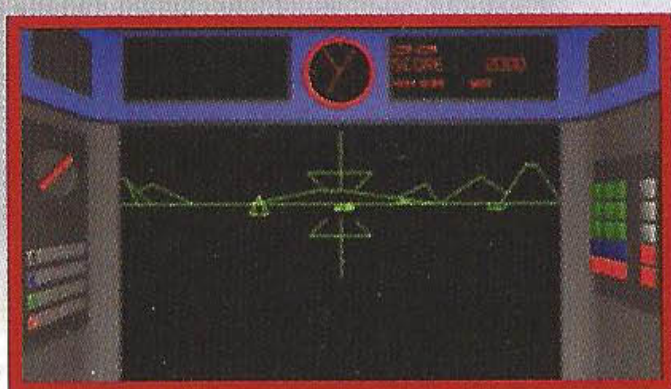


Like the original, the objective is still to gain the highest score by destroying asteroids on screen. The flying saucers are still here to try and make your life difficult, but they are also augmented by the new enemy; the Killer Satellite!

Asteroids Deluxe was produced in 1980 as the sequel to Asteroids.

Asteroids Deluxe Controls	
analog stick / directional buttons	Rotate
 button	Thrust
 button	Fire
 button	Thrust
 button	Fire
 button	Shield
START button	Pause Menu

Battlezone®



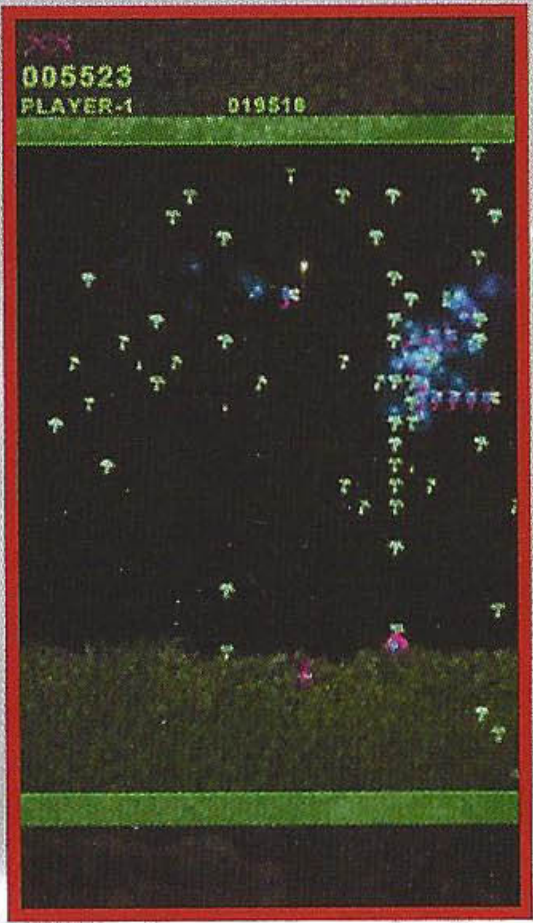
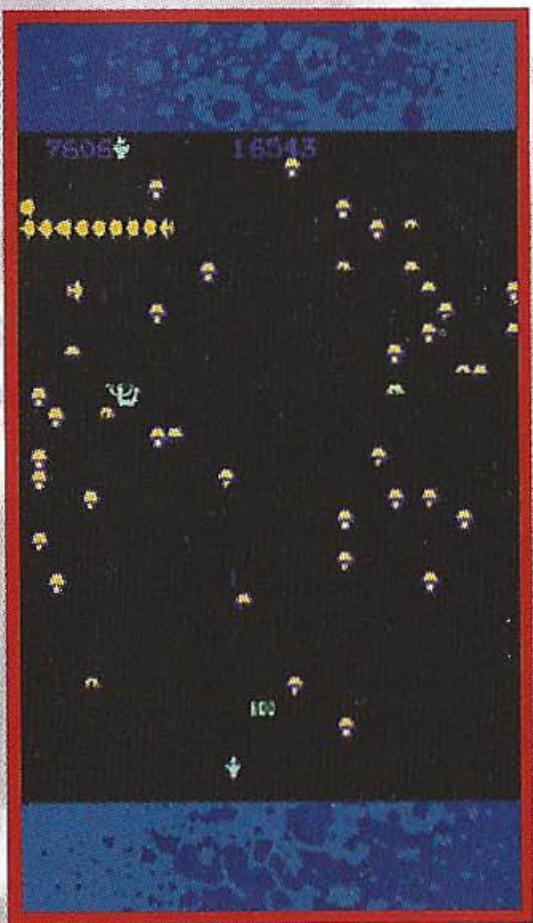
Drive your tank around the battlefield, fire your gun and destroy the enemy tanks. But watch out for the missile! Destroy the saucer to get valuable extra points. You have the choice of two controls types: single stick or “skid steer,” which is closer to the arcade original.

Battlezone can be played as a two-player game over an Ad-Hoc connection by selecting the Multiplayer option.

Battlezone was released in 1980 and is widely considered to be the first “virtual reality” game.

Battlezone Controls		
	Single Steer	Dual Steer
L button	Fire / Jump (missile only)	Fire / Jump (missile only)
R button	Fire	Fire
△ button	Fire	Right track (forward)
◻ button	Change view	Change view
⊙ button	Fire	Fire
⊗ button	Fire / Jump (missile only)	Right track (backward)
directional buttons	Move	Left track (up forward/ down backward)
analog stick	Move	Left track (up forward/ down backward)
START button	Pause Menu	Pause Menu

Centipede®

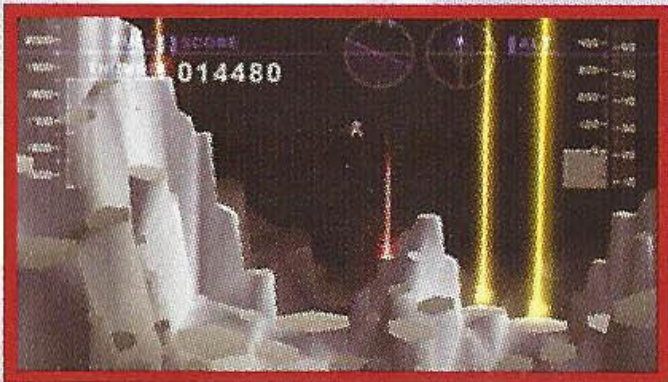
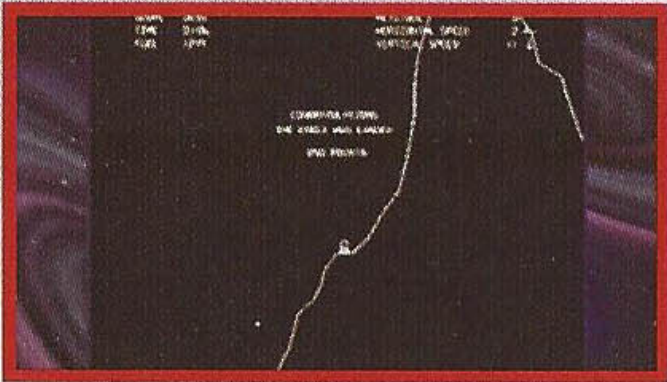


The Centipede is attacking and you must destroy all the segments before it reaches the bottom of the garden and takes you out! All sorts of other garden nasties are also headed your way, so try to shoot them all before they reach you. This is a game of fast reactions and a timing your firing. Only one shot can be on screen at any one point.

Centipede was released in 1980 and is thought to be the first computer game design by a woman, Dona Baily.

Centipede Controls	
analog stick / directional buttons	Move
L button	Shoot
R button	Shoot
X button	Shoot
START button	Pause Menu

Lunar Lander™

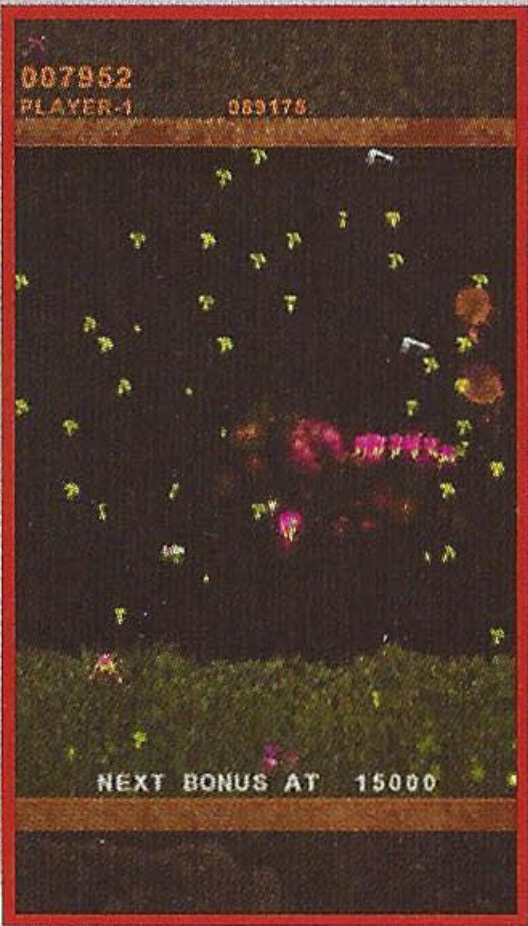
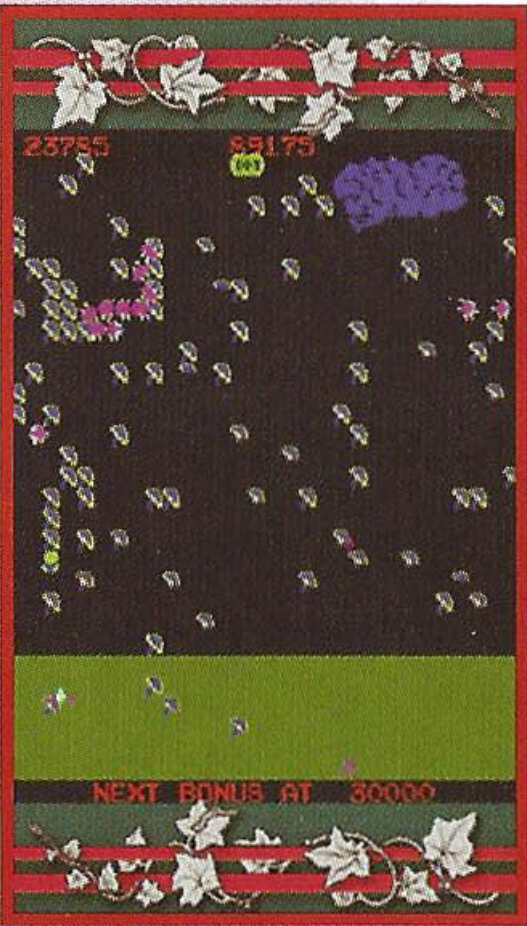


The first carbon-conscious game! Land you craft on the craggy moonscape, but try to use as little fuel as you can. The on-screen HUD elements are vital for making precision movements, so keep an eye on them.

Lunar Lander was released in 1979. Though it never equalled the success of Asteroids, it has always retained a strong and loyal fan-base.

Lunar Lander Controls	
analog stick / directional buttons	Rotate
L button	Rotate
R button	Rotate
△ button	Select Option
⊗ button	Thrust
⊞ button	Stabilize
START button	Pause Menu

Millipede®

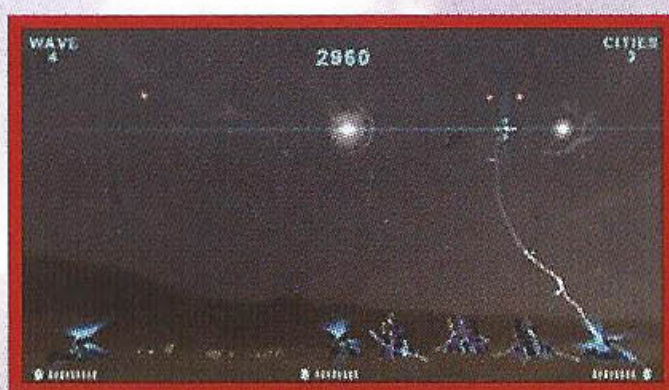
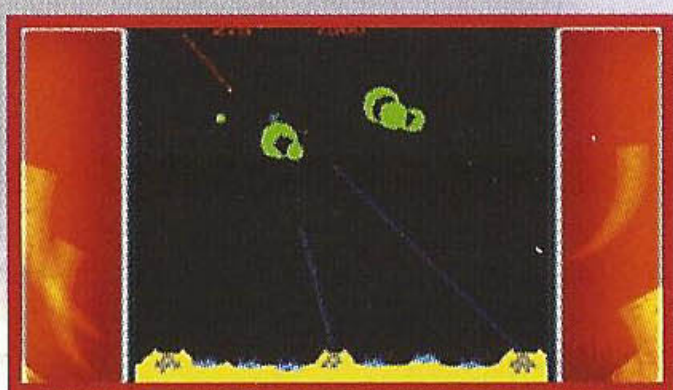


The sequel to the very popular Centipede. Shoot the garden nasties and watch out for the Millipede! Like Centipede, you'll need nerves of steel as you navigate the lower area of screen blasting the baddies to dist.

Released in 1982 as a sequel to Centipede, Millipede never captured the imagination as much as the original. The addition of the "DDT Bombs" and a moving mushroom field meant that many of the strategies to circumvent normal play in centipede were eliminated.

Millipede Controls	
analog stick / directional buttons	Move
 L button	Shoot
 R button	Shoot
 X button	Shoot
START button	Pause Menu

Missile Command®



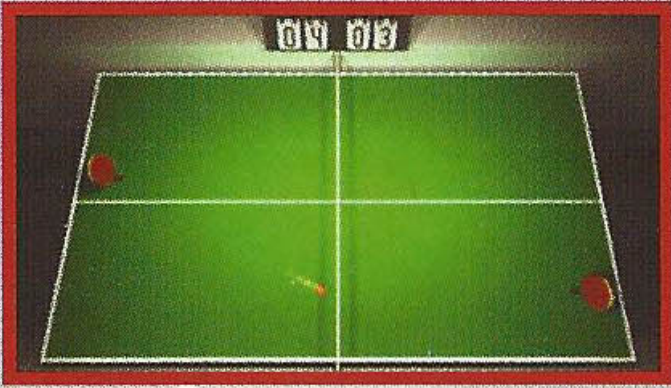
Defend the cities and don't let the nukes take out your missile stations. Missile will sometimes split halfway down the screen — and watch out for airplanes that fire their own missile at you as well.

Released in 1980, Missile Command was a huge hit, often providing more revenue than contemporary machines until the mid-1990s. When the game was originally designed, the six cities were meant to represent the California cities of Eureka, San Francisco, San Luis Obispo, Santa Barbara, Los Angeles, and San Diego, and the player was defending them from nuclear strikes.

Missile Command Controls

analog stick / directional buttons	Move targeting cursor
L button	Fire left base
R button	Fire right base
△ button	Fire center base
⊙ button	Fire right base
⊗ button	Fire center base
◻ button	Fire left base
START button	Pause Menu

Pong®



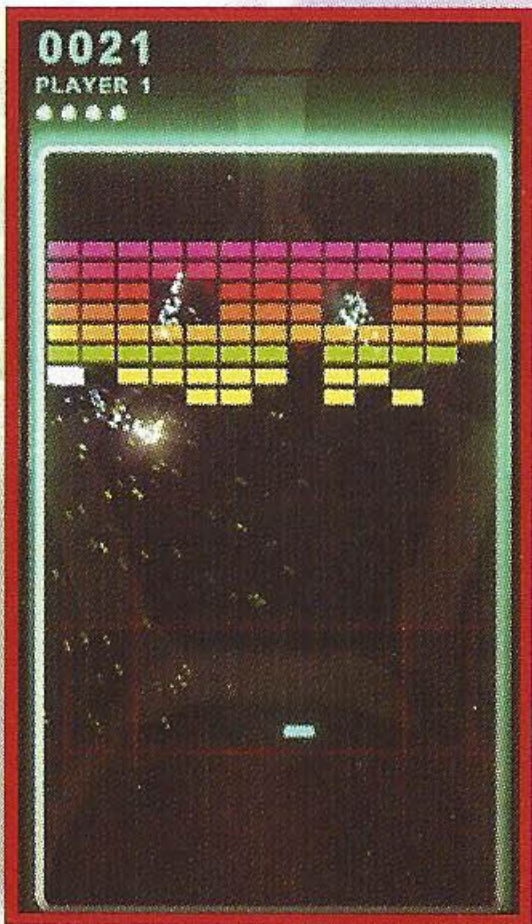
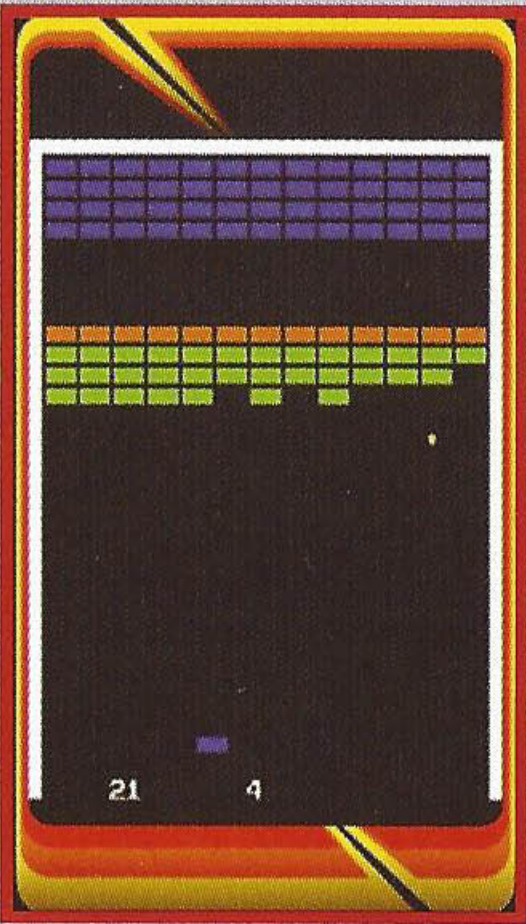
Well, what can we say about this classic that you don't already know? If you don't know how to play Pong, then well...just give it a go – we're sure you will pick it up! The original instructions say it all... Avoid missing the ball for high score.

Pong was released in 1972 and is the oldest game of the collection. It's a classic that never grows old.

Make sure to try all the new modes by pressing the  button.

Pong Controls	
analog stick / directional buttons	Move
 button	Change mode
START button	Pause Menu

Super Breakout®



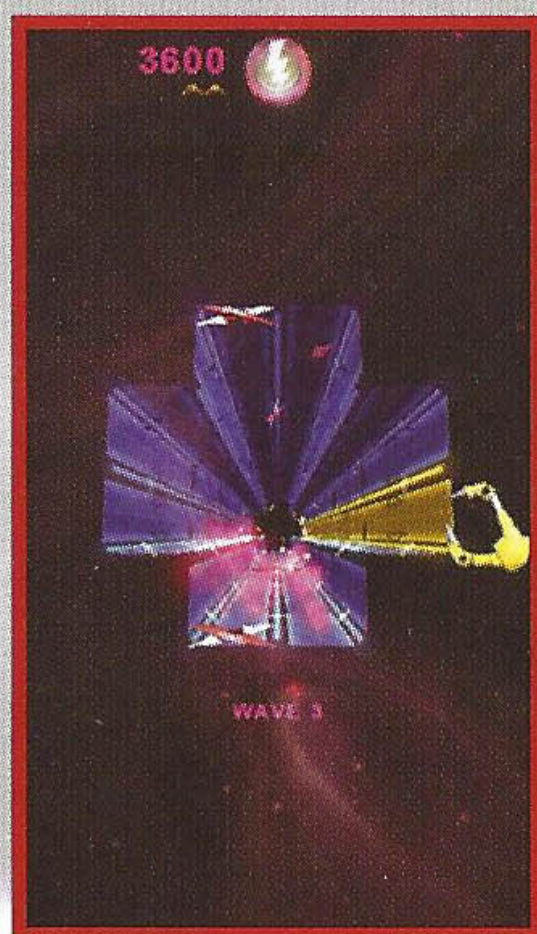
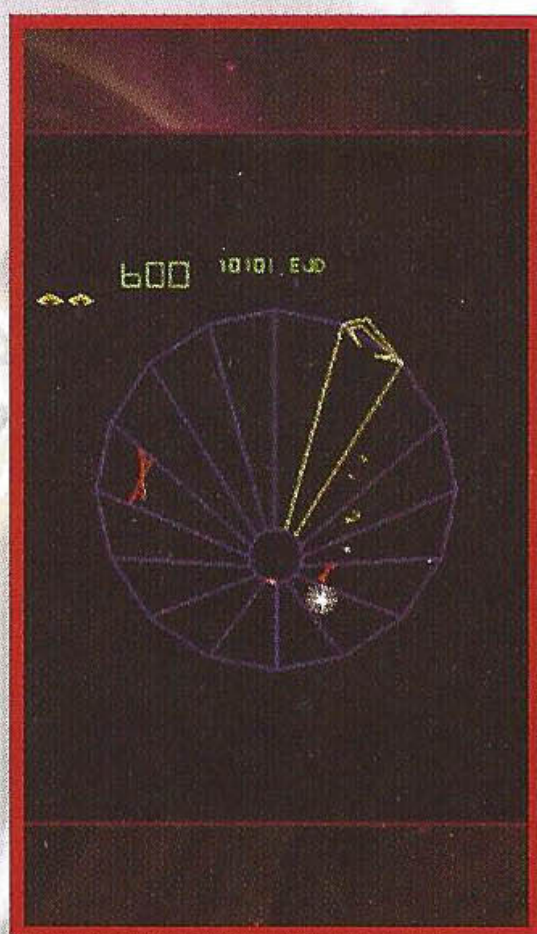
Move the bat and deflect the ball. By destroying the wall in the upper part of the screen, you gain points and progress. There are three game modes:

- Double** – Gives you control of two bats at the same time.
- Cavity** – Retains the single bat and ball of Breakout, but two other balls are enclosed on the other side of the wall, which you must free.
- Progressive** – Also has the single bat and ball, but as the ball hits the paddle, the entire wall gradually advances downward step by step.

Released in 1978, Super Breakout was a microprocessor-based arcade game, as opposed to the discreet logic used in the original Breakout.

Super Breakout Controls	
analog stick / directional buttons	Move
⬆ button	Change mode
START button	Pause Menu

Tempest™



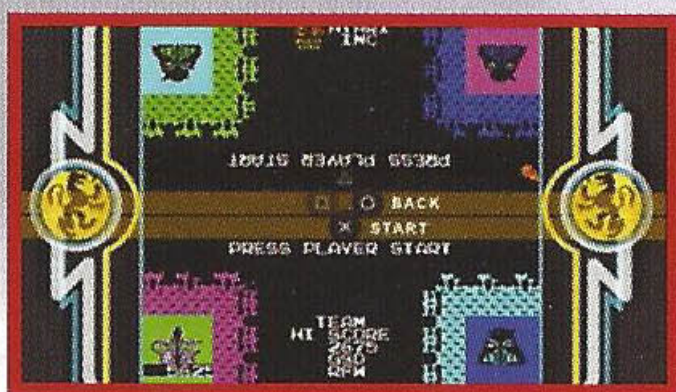
Destroy the baddies as they make their way toward you — use the Super Zapper if all else fails. Enemies swirl around the edges, then enter the playfield and move toward you. When all enemies are destroyed or reach the near end of the playfield, you “warp” to the next level. You must avoid or shoot down any spikes left behind while warping.

Tempest, released in 1981, was the first game to allow you to choose your starting level (a system Atari dubbed “SkillStep”). This feature increased the maximum starting level, depending on your performance in the previous game, essentially allowing you to continue — a feature that became a standard in later video games.

Tempest Controls

analog stick / directional buttons	Move
L button / △ button / ⊙ button / ⊠ button	Super Zapper
R button / ⊗ button	Shoot
START button	Pause Menu

Warlords®



It's like Breakout, but with four players. Defend your base and destroy the others. Break through their walls and destroy the opposing "king" by deflecting balls. You can catch a ball and power it up to cause more damage. Beware, though, powering up the ball also damages your wall!

Warlords can be played as a two-player game over an Ad-Hoc connection by selecting the Multiplayer option.

Warlords was released in 1980. The original Warlords used a spinner control and came in both an upright 2-player version and a 4-player cocktail version.

Warlord Controls	
analog stick / directional buttons	Move
L button	Tilt up
R button	Tilt down
⊗ button	Catch
START button	Pause Menu

Atari 2600 (Unlockable)

To unlock Atari 2600 games, you must earn all four awards for each of the main games. **Note:** Atari 2600 games are accurately based on the original ROMs and may behave accordingly, including but not limited to what may appear as prolonged delays in response time.

1-Player Controls

analog stick / directional buttons	Move
⊗ button	Fire / Action
START button	Pause Menu

2-Player Controls

analog stick / directional buttons	Player 1 Move
L button	Player 1 Fire / Action
R button	Player 2 Fire / Action
△ button	Player 2 Up
⊙ button	Player 2 Right
⊗ button	Player 2 Down
◻ button	Player 2 Left
START button	Pause Menu

MULTIPLAYER

Warlords and Battlezone both have multiplayer capabilities using only an Ad-Hoc connection. When you select either of these games, you will see the Multiplayer Game option in the Game menu. Select this option and then choose to either host a game or to be a client and join someone else's game. If your PSP is set up to automatically connect over an Ad-Hoc connection, this should "just happen."

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Part # 27600M

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